

GULF STRIKE STRATEGY SEMINAR

I. Strategic Strategy- Super Powers

A. The Opening

1. U.S.-Scenarios 1 through 3
 - a. Defense of Diego Garcia
 - b. Preservation of CV-63
 - c. ASW Operations (P-3, S-3, and SSN)
 - d. B-52 strikes against Tu-26 airbases
 - e. Buildup of Forces (reinforcements)
2. USSR-Scenarios 1 through 3
 - a. Preservation of Surface Fleet (FIG. 1)
 - b. Mine important coastal hexes (FIG. 1)
 - c. Attack US CV's with Tu-26/SSGN's (FIG. 2)
 - d. Preserve Bases in Yemen (FIG. 1)
3. Arabs
 - a. Destruction of enemy Naval and Air forces
 - b. Depends on the Scenario-See Part II

B. The Middle Game-Strategic and Operational

1. US-Scenarios 1 through 3 (FIG. 3)
 - a. Establish Logistic Link to mainland coastal hexes
 - b. Land Ground Component (establish bridgehead)
 - c. Establish F15 and F4 wings on mainland
 - d. Establish Air Defense Zone with EWDA's
 - e. Attempt to establish Air Superiority
 - f. Interdict enemy LOC's (Supply Lines)
2. USSR-Scenarios 1 through 3
 - a. Interdict US SLOC to mainland
 - b. Gain and maintain Air Superiority over Arab Air Forces
 - c. Capture or Isolate Land Victory Conditions as quickly as possible
 - d. Guard LOC's with Air Defense and HQ units
 - e. Attack US base structure to slow and possibly prevent buildup of air and land forces

C. The End Game-Strategic and Operational

1. US-Scenarios 1 through 3
 - a. Exploit Air Superiority in conjunction with Land counter-attacks to deny USSR Victory Conditions
 - b. Gain Control of Straits of Hormoz
 - c. Destroy USSR logistic structure with air strikes

2. USSR-Scenarios 1 through 3

- a. Keep straits disputed with mines and possession of key airfields
- b. Posture land forces for limited objectives to achieve a level of victory-mop up bypassed victory conditions locations

II. Arab Forces

A. Gulf War Scenario

1. Iran

- a. Force Saudi EWDA unit continuously out of play
- b. Use Air and Naval forces to surprise attack Gulf Council Naval units
- c. Overrun Kuwait and siege the capital
- d. Advance an armored column (1st Corps) through Saudi Arabia into United Arab Emirates as quickly as possible bypassing Saudi resistance
- e. Use the other armored column (2nd Corps) to take Riyadh
- f. Use combined airmobile and marine units to take Bahrain, then Qatar
- g. Use USSR power projection forces (airborne) to either reinforce the armored spearhead in UAE or take Riyadh and consolidate other victory condition locations
- h. Use Soviet Air Defense Regiments to guard the LOC's

2. Gulf Council Forces

- a. Kuwait-Hold out as long as possible in Kuwait City
- b. Saudi Arabia
 - (1) Guard Riyadh
 - (2) Attempt to preserve navy to guard Bahrain and Qatar
 - (3) Attack into flank of Iranian spearhead if possible or later cut LOC of forward Iranian elements
- c. Bahrain/Qatar-Hold until relieved
- d. UAE
 - (1) Delay Iranian Spearhead
 - (2) Guard Straits until US land force arrival
- e. Oman-Reinforce UAE

B. USSR Invasion Scenario

1. Iran

- a. Delay USSR in mountains north of Tehran
- b. Keep a viable air force in being
- c. Defend Tehran and Northern cities with Militia units
- d. Keep at least one armored corps (1st) in reserve by retreating south for later use with

- d. (cont.) US land forces in the end game
 - e. Defend and hold Esfahan and Bandar Abbas
 - f. Retreat airbases before they can be overrun
- 2. Iraq-Scenario 3 only
 - a. Hold off offensive until Iranian forces are diverted to other fronts- then launch offensive into MegaHex F-06
 - b. Launch air missions to attrite Iranian air force

III. Tactics

A. Air Operations

- 1. Use EWDA units to tie numerous airfields into a cohesive air defense zone
- 2. Maintain a mix of missions at each airbase to ensure the proper balance of offensive and interception capabilities
- 3. First priority should be to gain Air Superiority
 - a. Ensure safety of airbases
 - b. All air defense zones can be penetrated if enough sorties are launched-therefore attack enemy airbases to reduce offensive sorties
- 4. Attack enemy LOC's to slow and halt land force advances

B. Land Attacks

- 1. Utilize the maximum benefit from Support units (Engineer, Artillery, CAS) in crucial combats
- 2. Spearhead battlegroups should have engineers present if possible
- 3. Do not mix units of different troop quality
- 4. Bypass defended cities early in the game if held with infantry units and capture during the end game for victory condition consolidation

C. Naval Operations

- 1. CV's should always keep an F-14, Strike, and ASW air unit on CAP at all times
- 2. CV's can create a screen of E-2's (requires all 3) which is 2 hexes in advance of the CV's to potentially halt enemy air strikes
- 3. Enemy SSN's, SSGN's and CV's should be priority targets
- 4. Conduct mine clearing operations whenever possible
- 5. Sea Supremacy is a requirement for the US therefore the USSR should maintain its surface fleet as long as possible avoid engagements
- 6. Rearm ASM depleted units as quickly as possible

D. New Optional Rule

US and USSR air units with interception missions may launch against any detected enemy air unit whether the detection platform was within range of the interceptors airbase or not. All other rules for interception still apply

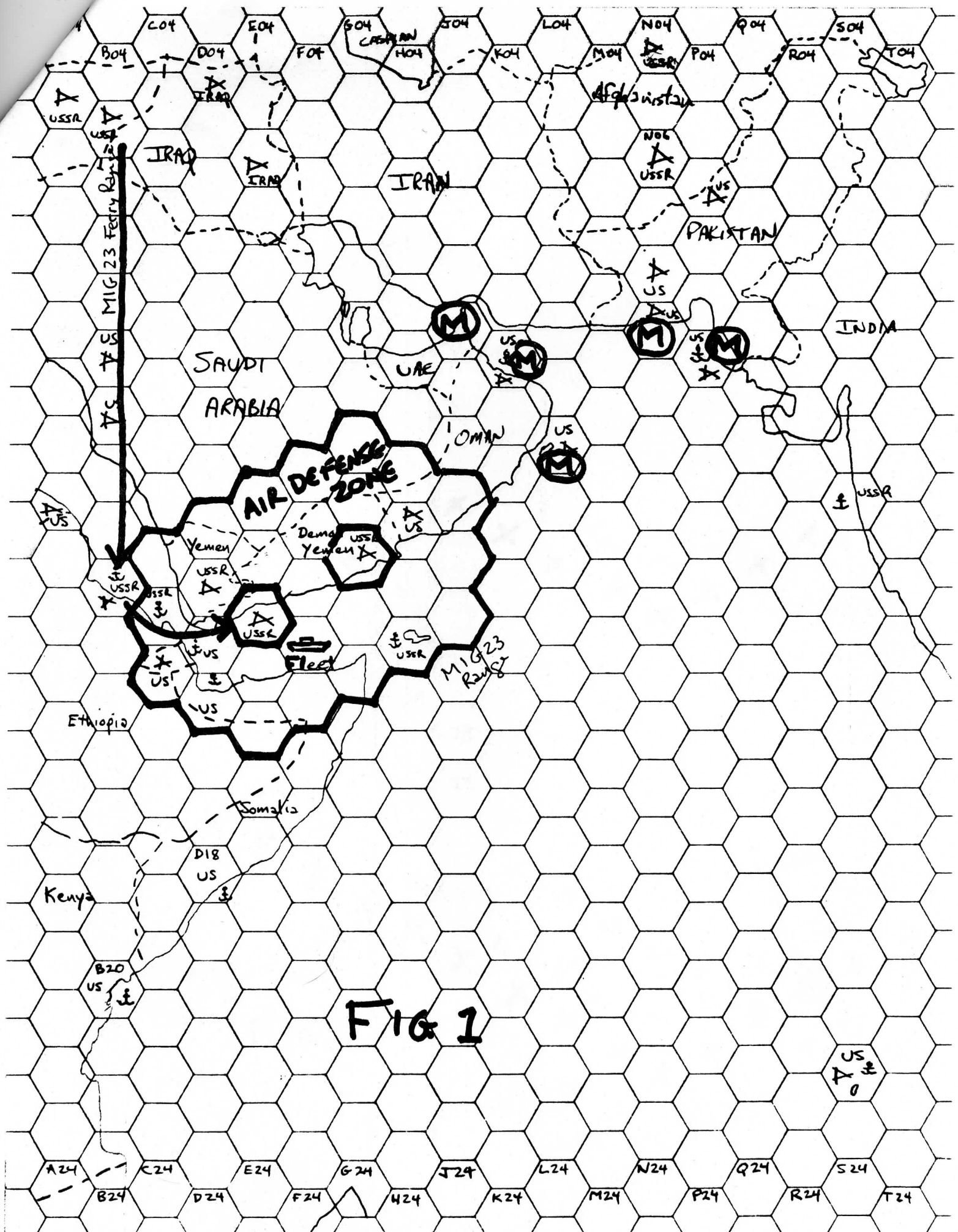
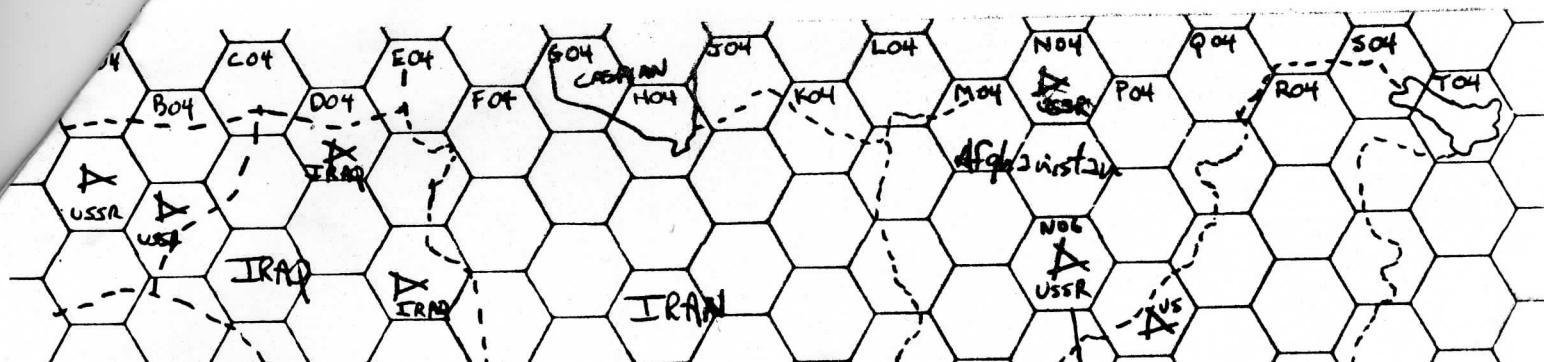


FIG 1



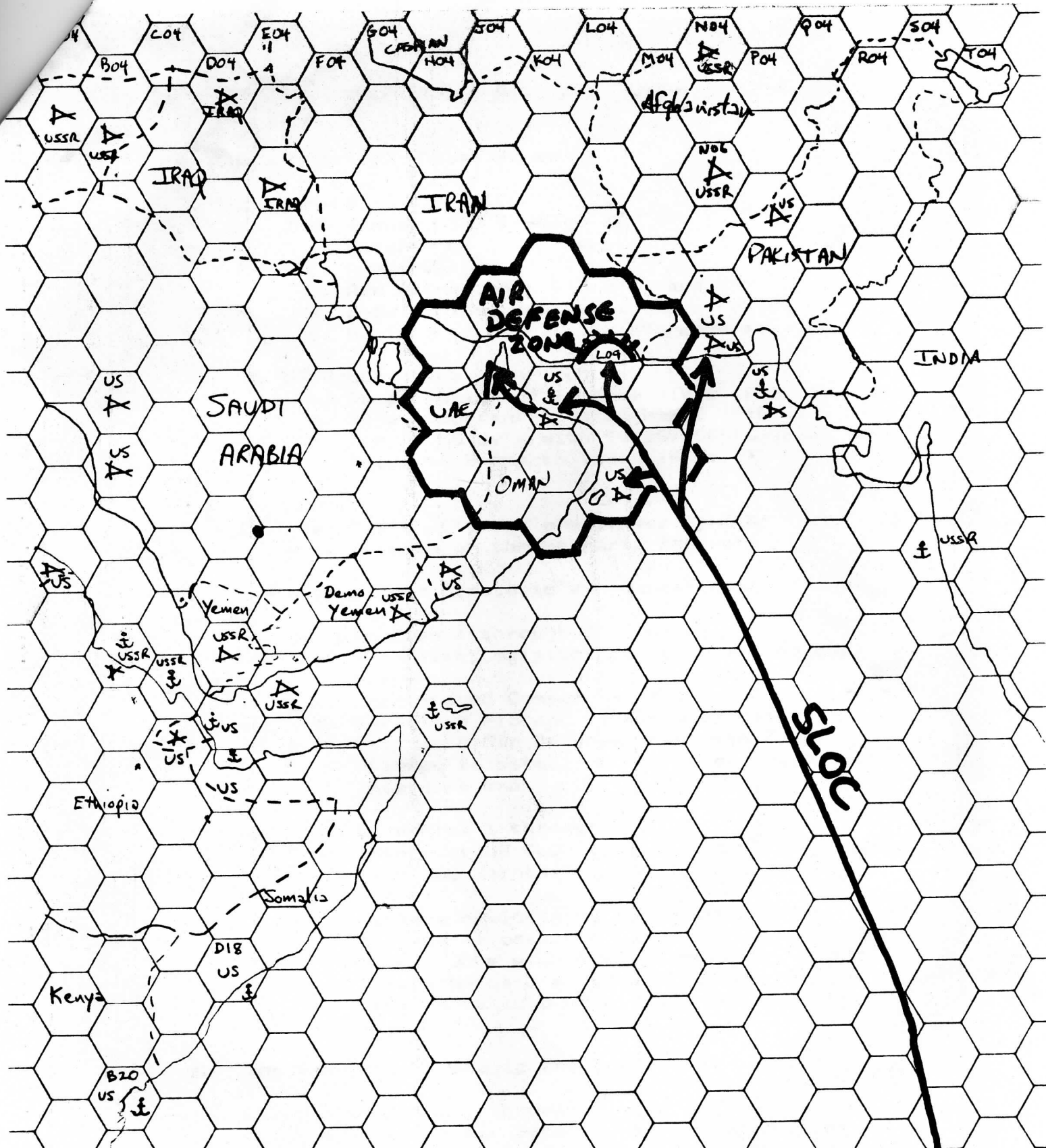


FIG. 3